

TURF MANAGEMENT

A Mini Project Report

submitted by

SAYUJ A P (MES20MCA-2046)

to

the APJ Abdul Kalam Technological University
in partial fulfillment of the requirements for the award of the Degree

of

Master of Computer Applications



Department of Computer Applications

MES College of Engineering
Kuttippuram, Malappuram - 679 582

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DECLARATION

I undersigned hereby declare that the project report **TURF MANAGEMENT**, submitted for partial fulfillment of the requirements for the award of degree of Master of Computer Applications of the APJ Abdul Kalam Technological University, Kerala, is a bonafide work done by me under supervision of Ms. Febin Aziz, Assistant Professor, Department of Computer Applications. This submission represents my ideas in my own words and where ideas or words of others have been included, I have adequately and accurately cited and referenced the original sources. I also declare that I have adhered to ethics of academic honesty and integrity and have not misrepresented or fabricated any data or idea or fact or source in my submission. I understand that any violation of the above will be a cause for disciplinary action by the institute and/or the University and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been obtained. This report has not been previously formed the basis for the award of any degree, diploma or similar title of any other University.

Place: KUTTIPPURAM

SAYUJ A P (MES20MCA-2046)

Date: 28/02/2022

**DEPARTMENT OF COMPUTER APPLICATIONS
MES COLLEGE OF ENGINEERING, KUTTIPPURAM**



CERTIFICATE

This is to certify that the report entitled **TURF MANAGEMENT** is a bonafide record of the Mini Project work carried out by **SAYUJ A P (MES20MCA-2046)** submitted to the APJ Abdul Kalam Technological University, in partial fulfillment of the requirements for the award of the Master of Computer Applications, under my guidance and supervision. This report in any form has not been submitted to any other University or Institution for any purpose.

Internal Supervisor(s)

External Supervisor(s)

Head Of The Department

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Abstract

The Turf Management Saves time (availability of all turf at single platform) Easy to access the system anywhere and anytime. The main Objective of Online Turf Booking is to manage the activity of Turf. This application can be used by the Football enthusiastic players to book the available turf according to their need. This application not only helps the players but also the turf owners who want to expand their business through online medium. Turf management is helpful to get to manage the activity of turf. Admin is the main user of the website who will manage every activity. This application not only helps the players but also the turf owners who want to expand their business through online medium. It maintain the List of Turf and Booking History so it will be easy to access any time . This system has replaced the manual process of going to the location to book with an automated online process.

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Chapter 1

Introduction

1.1 Background

Turf playground are used to play various sports like football, rugby, tennis, cricket, etc. People enjoy playing on the turf, it has vibrant environment and very safe to play. Many school teams and clubs prefer turf playground for practice and training purpose. Sometime it becomes difficult to book turf playground because of timing issue or the slot getting booked previously. This sports ground booking website is proposed for booking the turf in an easy and efficient way.

1.1.1 Motivation

Nowadays every one loves to play football or any other sports activities but the turf is not available for that time. This web application will overcome this problem. The Turf Management Saves time (availability of all turf at single platform) Easy to access the system anywhere and anytime.

1.2 Objective

Online Turf Booking is developed to provide the solution of online booking of the available turf that would help the Cricket and Football enthusiastic players to book the turf. Through,

this application admin who is one of the users of this application will manage all the activities of Users such as search user, Add Turf, Manage Turf, and View Bookings.

The main Objective of Online Turf Booking is to manage the activity of Turf. This application can be used by the Football enthusiastic players to book the available turf according to their need. This application not only helps the players but also the turf owners who want to expand their business through online medium.

This project provides a simple and beautiful interface for the admin as well as to the Players, or users. Just admin needs to add Turf and can view the booking History. All the information will be stored in the database and that will help to maintain all the information of Players or users.

Objectives of project are:

1. To provide a bug-free Booking System to Players or users.
2. To allow users to search and view the Information of Turf online using our application.
3. Maintain the List of Turf and Booking History so it will be easy to access any time 24*7.

1.3 Contribution

The major contributions in this project are:

1. It is easy to book a turf just by sitting at home.
2. We can easily manage our time.
3. We can pay the money at online.
4. Proper security measures are introduced in the system.
5. The system is developed as a web application which provides any where any time

Chapter 2

Literature Survey

An online booking system is "used to store and retrieve information about tour product, tour product options or lodging facility and conduct transactions for booking it." That's a fancy way to say that an online booking system will let you accept bookings for your services online. There are two main reasons why you should at the very least consider putting an online booking system in place:

1. It puts you a step ahead of your competition.

There's a multitude of tour and activity operators out there who have a website and enlist on Google Places, but very few already have an online booking system in place. By having an online reservation system, you're one step ahead of the game, tipping the scales in your favour when prospects research and compare your capabilities against your competitors. Of course, the presence of an online booking system itself is not enough to make or break the sale. You still need to make sure the other aspects of your site (like imagery, for example) are in the best shape to minimise the amount of visitors that bounce off it.

2. It's convenient and fast - for you and your customers.

Location is not an issue, and neither is time. The virtual set-up means you won't need to wake up at unholy hours to take booking calls from potential clients halfway around the world. While you dream of being an activity operator there is, people are going through the process of finding your site, browsing through its content, and making a booking. Users veer towards tour and activity sites that support online bookings because not only is it easy, but they usually find some great discount deals, too. They can read up on your business, look at your options, and finally make a booking without being hassled by a pushy sales representative.

Chapter 3

Methodology

3.1 Introduction

Turf playground are used to play various sports like football, rugby, tennis, cricket, etc. People enjoy playing on the turf, it has vibrant environment and very safe to play. Many school teams and clubs prefer turf playground for practice and training purpose. Sometime it becomes difficult to book turf playground because of timing issue or the slot getting booked previously. This sports ground booking website is proposed for booking the turf in an easy and efficient way. It has three modules namely, Admin, Manager and User. Admin can login and can add turf locations, assign manager by creating login credentials for manager, add price details for the particular turf, manages turf and view the details of sports venues booking for all locations. Managers assigned by the Admin are different for different Turf playground locations. User can login to the system by registering details, he/she can login using credentials, User can check the rates, view the request for turf booking for the respective location, and manager can accept booking, generate bill and can view the booking history. Users can check the availability of the turf, select timings, fill personal details, can pay by providing bank details or card details and user can also view previous turf booking history.

Turf Management web application is implemented using Python django. Django is a highlevel Python web framework that enables rapid development of secure and maintainable websites. Built by experienced developers, Django takes care of much of the hassle of web development, so you can focus on writing your app without needing to reinvent the wheel. It is free and open source, has a thriving and active community, great documentation, and many options for free

and paid-for support. Django can be (and has been) used to build almost any type of website — from content management systems and wikis, through to social networks and news sites. It can work with any client-side framework, and can deliver content in almost any format (including HTML, RSS feeds, JSON, XML, etc). Django helps developers avoid many common security mistakes by providing a framework that has been engineered to "do the right things" to protect the website automatically. For example, Django provides a secure way to manage user accounts and passwords, avoiding common mistakes like putting session information in cookies where it is vulnerable (instead cookies just contain a key, and the actual data is stored in the database) or directly storing passwords rather than a password hash.

PyCharm is an integrated development environment (IDE) used in computer programming, specifically for the Python language. It is developed by the Czech company JetBrains. The Community Edition is released under the Apache License, and there is also Professional Edition with extra features – released under a proprietary license. PyCharm provides API so that developers can write their own plugins to extend PyCharm features. Several plugins from other JetBrains IDE also work with PyCharm. There are more than 1000 plugins which are compatible with PyCharm. The beta version was released in July 2010, with the 1.0 arriving 3 months later. Version 2.0 was released on 13 December 2011, version 3.0 on 24 September 2013, and version 4.0 on 19 November 2014. PyCharm Community Edition, the open source version of PyCharm, became available on 22 October 2013.

Database used in the system is ,MySQL, which is a relational database management system (RDBMS) developed by Oracle that is based on structured query language (SQL). A database is a structured collection of data. It may be anything from a simple shopping list to a picture gallery or a place to hold the vast amounts of information in a corporate network. In particular, a relational database is a digital store collecting data and organizing it according to the relational model.

The project Turf Management is developed by using Agile methodology. The entire project was divided into four sprints. UI designing, Database connectivity, Coding and testing are done on the four sprints respectively.

3.2 Modules

1.ADMIN

- * Login
- * Register and manage Turf locations
- * Register and Manage Turf managers
- * View feedback
- * View complaints and post reply

2.MANAGER

- * Login
- * Register time slot with fees
- * View booking and manager
- * View payment

3.USER

- * Register
- * Login
- * View turf locations
- * Book turf
- * View booking status
- * Add payment
- * Post feedback
- * Post complaint and view reply

Chapter 4

Results and Discussions

4.1 Results

This website is proposed for booking the turf in an easy and efficient way. It has three modules namely, Admin, Manager and User. Admin can login and can add turf locations, assign manager by creating login credentials for manager, add price details for the particular turf, manages turf and view the details of sports venues booking for all locations. Managers assigned by the Admin are different for different Turf playground locations. Managers will get login credentials from admin, he/she can login using credentials, he/she can check the rates, view the request for turf booking for the respective location, can accept booking, generate bill and can view the booking history. Users can check the availability of the turf, select timings, fill personal details, can pay by providing bank details or card details and he/she can also see view previous turf booking history.

4.2 Discussions

In future The Turf Management System Sends message reminders to managers and users whenever slots are booked, canceled or rescheduled. And your users can easily and securely authenticate themselves by linking their existing service (or by Facebook) by using a password. We can also add to this project to add live updates of world football. And We can add other sports activity booking to the project.

Chapter 5

Conclusions

Turf Management system is a web application. It is easy to use and more interactive to the users. In this system, we can book a turf easily. When we are going to play in the turf there is no slot available for playing. So this condition is overcome by the Turf Management.

Using this web application we can know when the turf is free, what is the price of the the turf at a particular time. The system is easy to use, makes communication easier, reduces the time consumption and paper work. All necessary validations are carried out in this project where ever required and hence is a reliable system. The project is developed using PyCharm as front end and MySQL, as back end. The project has been developed, tested, documented and implemented successfully. This has been developed as versatile and user friendly as possible. At the final stage of this project with a proud feeling that some thing new had developed.

In future, this system can be useful for all players to book the turf by using this web application.

References

- [1] <https://en.wikipedia.org/wiki/turfbooking>.
- [2] <https://ieeexplore.ieee.org/document/6208293/>.
- [3] <https://PyCharm.com/tutorials/flask>.
- [4] <https://git-bookingsystem.com/doc>.
- [5] <https://codebun.com/online-turf-booking-system-project-in-python/>

Appendix

Source Code

```

"""
Django settings for turfmanagement project.

Generated by 'django-admin startproject' using Django 3.2.4.

For more information on this file, see
https://docs.djangoproject.com/en/3.2/topics/settings/

For the full list of settings and their values, see
https://docs.djangoproject.com/en/3.2/ref/settings/
"""

from pathlib import Path
import os

# Build paths inside the project like this: BASE_DIR / 'subdir'.
BASE_DIR = os.path.dirname(os.path.dirname(os.path.abspath(__file__)))

# Quick-start development settings - unsuitable for production
# See https://docs.djangoproject.com/en/3.2/howto/deployment/checklist/

# SECURITY WARNING: keep the secret key used in production secret!
SECRET_KEY = 'django-insecure-yi*pz8d7jojl&b-$j!nzwvj=%xnkpz2z_!3a*=2^m)*lq+jhhw'

# SECURITY WARNING: don't run with debug turned on in production!
DEBUG = True

ALLOWED_HOSTS = ['192.168.1.43','127.0.0.1','192.168.43.77','192.168.1.41','172.20.10.2','192.168.1.40','192.168.0.117']
CORS_ORIGIN_ALLOW_ALL = True
#python manage.py runserver 172.20.10.2:8001

# Application definition

INSTALLED_APPS = [
    'django.contrib.admin',
    'django.contrib.auth',
    'django.contrib.contenttypes',
    'django.contrib.sessions',
    'django.contrib.messages',
    'django.contrib.staticfiles',
    # 'aid_information.apps.AidInformationConfig',
    # 'aid_team.apps.AidTeamConfig',
]

```

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```
'booking.apps.BookingConfig',
'complaint.apps.ComplaintConfig',
'feedback.apps.FeedbackConfig',
# 'health_record.apps.HealthRecordConfig',
# 'help.apps.HelpConfig',
'login.apps.LoginConfig',
'manager_registration.apps.ManagerRegistrationConfig',
'payment.apps.PaymentConfig',
# 'provide_first_aid.apps.ProvideFirstAidConfig',
'time_slot.apps.TimeSlotConfig',
'turf_location.apps.TurfLocationConfig',
'portfolio.apps.PortfolioConfig',
'user.apps.UserConfig',
'temp.apps.TempConfig',
# 'django_mysql',
# 'rest_framework',
# 'corsheaders',
]

MIDDLEWARE = [
    'django.middleware.security.SecurityMiddleware',
    'django.contrib.sessions.middleware.SessionMiddleware',
    'django.middleware.common.CommonMiddleware',
    # 'corsheaders.middleware.CorsMiddleware',
    'django.middleware.csrf.CsrfViewMiddleware',
    'django.contrib.auth.middleware.AuthenticationMiddleware',
    'django.contrib.messages.middleware.MessageMiddleware',
    'django.middleware.clickjacking.XFrameOptionsMiddleware',
]

ROOT_URLCONF = 'turfmanagement.urls'

TEMPLATES = [
    {
        'BACKEND': 'django.template.backends.django.DjangoTemplates',
        'DIRS': [],
        'APP_DIRS': True,
        'OPTIONS': {
            'context_processors': [
                'django.template.context_processors.debug',
                'django.template.context_processors.request',
                'django.contrib.auth.context_processors.auth',
                'django.contrib.messages.context_processors.messages',
            ],
        },
    },
],
]

WSGI_APPLICATION = 'turfmanagement.wsgi.application'

# Database
# https://docs.djangoproject.com/en/3.2/ref/settings/#databases

DATABASES = {
    'default': {
        'ENGINE': 'django.db.backends.mysql',
        'NAME': 'turf',
        'USER': 'root',
        'PASSWORD': '',
        'HOST': 'localhost',
        'PORT': ''
    }
}
```

Appendix

```
        }
    }

import mimetypes
mimetypes.add_type("text/css", ".css", True)

# Password validation
# https://docs.djangoproject.com/en/3.2/ref/settings/#auth-password-validators

AUTH_PASSWORD_VALIDATORS = [
{
    'NAME': 'django.contrib.auth.password_validation.UserAttributeSimilarityValidator',
},
{
    'NAME': 'django.contrib.auth.password_validation.MinimumLengthValidator',
},
{
    'NAME': 'django.contrib.auth.password_validation.CommonPasswordValidator',
},
{
    'NAME': 'django.contrib.auth.password_validation.NumericPasswordValidator',
},
]

# Internationalization
# https://docs.djangoproject.com/en/3.2/topics/i18n/

LANGUAGE_CODE = 'en-us'

TIME_ZONE = 'UTC'

USE_I18N = True

USE_L10N = True

USE_TZ = True

# Static files (CSS, JavaScript, Images)
# https://docs.djangoproject.com/en/3.2/howto/static-files/

import os

STATIC_URL = '/static/'
STATICFILES_DIRS = [
    os.path.join(BASE_DIR, 'static')
]

# Default primary key field type
# https://docs.djangoproject.com/en/3.2/ref/settings/#default-auto-field

DEFAULT_AUTO_FIELD = 'django.db.models.BigAutoField'
EMAIL_HOST = 'smtp.gmail.com'
EMAIL_PORT = 587
EMAIL_HOST_USER = 'sendmail.project009@gmail.com'
EMAIL_HOST_PASSWORD = 'sendmail'
EMAIL_USE_TLS = True
# EMAIL_USE_TLS = False
```

Database Design

Attribute Name	Datatype	Width	Description
B id	int	11	Primary Key
U id	int	11	
M id	int	11	
T id	varchar	11	
Turflocation	varchar	100	
Name	varchar	50	
Phone	varchar	20	
Email	varchar	30	
Date	date		
Time	varchar	50	
Status	varchar	50	

Table A.1: Booking

Attribute Name	Datatype	Width	Description
I id	int	11	Primary Key
U id	int	11	
Username	Varchar	20	
Password	varchar	20	
Type	varchar	20	

Table A.2: Location

Appendix

Attribute Name	Datatype	Width	Description
c id	int	11	Primary Key
u id	int	11	
name	varchar	30	
phone	int	15	
email	varchar	30	
Address	varchar	100	
Complaint	varchar	120	
Date	date		
Reply	varchar	50	

Table A.3: Complaints

Attribute Name	Datatype	Width	Description
F id	int	11	Primary Key
U id	int	11	
Feedback	Varchar	150	
Date	date		
Reply	varchar	150	

Table A.4: Feedback

Appendix

Attribute Name	Datatype	Width	Description
M id	int	11	Primary Key
T id	int	11	
Name	Varchar	20	
Address	varchar	100	
Turf location	varchar	30	
Phone	varchar	11	
District	varchar	30	
Gender	varchar	11	
DOB	varchar	20	
Email	varchar	30	
Password	varchar	30	
Repeat password	varchar	30	

Table A.5: Manager

Attribute Name	Datatype	Width	Description
I id	int	11	Primary Key
U id	int	11	
User name	Varchar	20	
Password	varchar	20	
Type	varchar	20	

Table A.6: Login

Appendix

Attribute Name	Datatype	Width	Description
Id	Int	11	Primary Key
B id	int	11	
U id	int	11	
M id	varchar	11	
Name	varchar	30	
Phone	int	15	
Email	varchar	20	
Amount	varchar	30	
Date	date		

Table A.7: Payment

Attribute Name	Datatype	Width	Description
U id	int	11	Primary Key
Name	varchar	30	
Phone	varchar	11	
Place	varchar	30	
Address	varchar	50	
Email	varchar	20	

Table A.8: User

Appendix

Dataflow Diagram

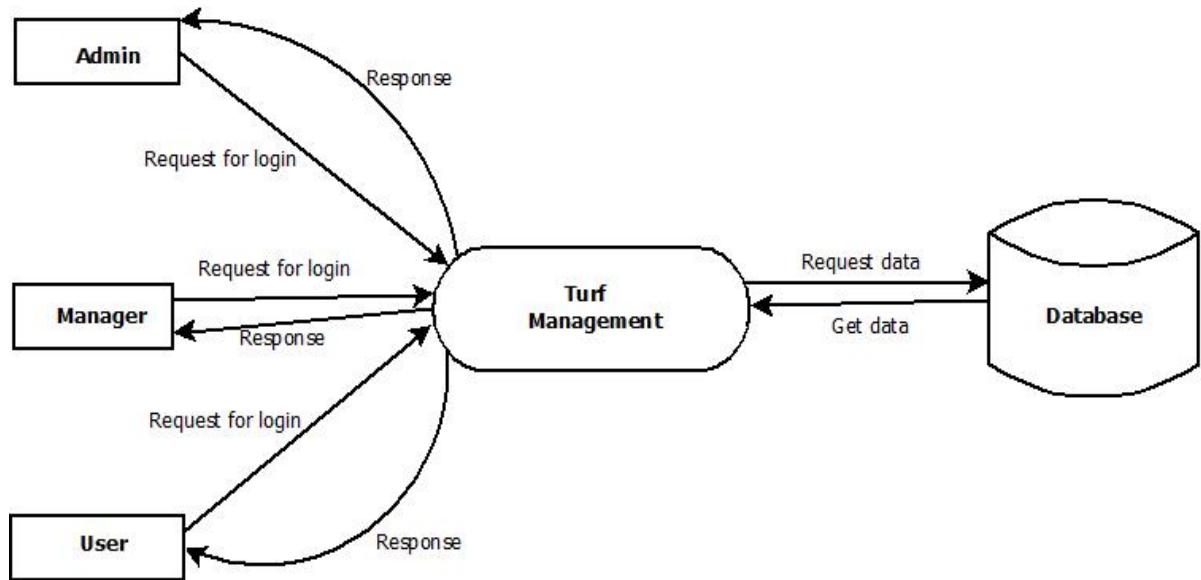


Figure A.1: DFD - Level 0

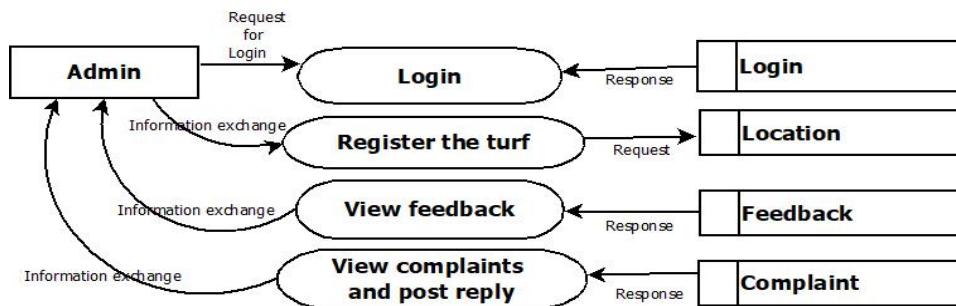


Figure A.2: DFD - Level 1

Appendix

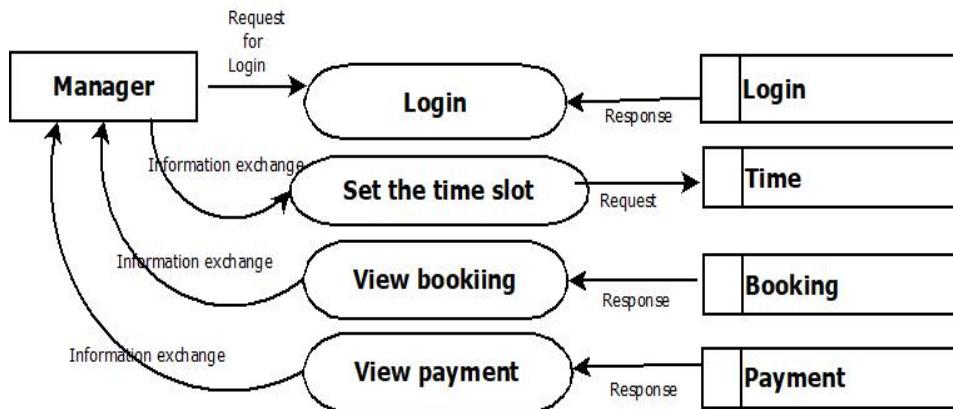


Figure A.3: DFD - Level 2

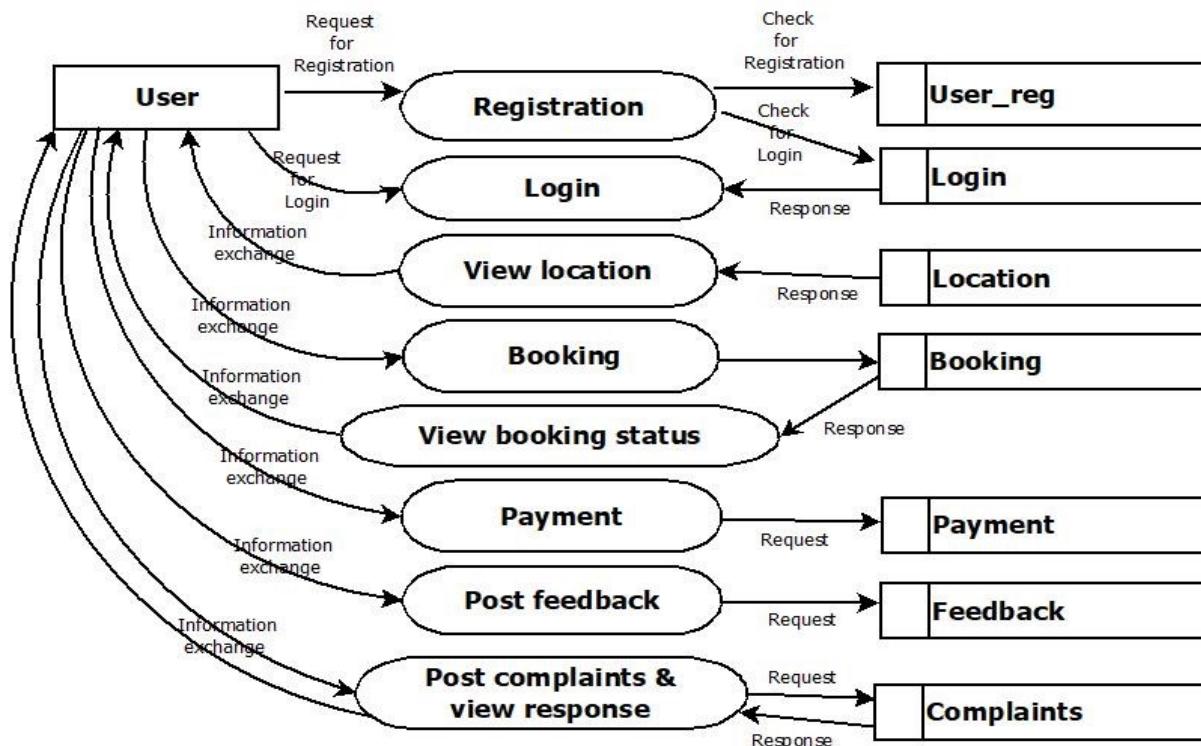


Figure A.4: DFD - Level 3

Appendix

Product Backlog

User story ID	Priority <High/Medium/Low>	Size (Hours)	Sprint <#>	Status <Planned/In progress/Completed>	Release Date	Release Goal
1	Medium	3	1	Completed	27-11-2021	Home page of admin
2	High	4		Completed	05-12-2021	Add turf details
3	Medium	3	2	Completed	08-12-2021	Home page of manager
4	High	4		Completed	15-12-2021	Manager set the time slot
5	Medium	2		Completed	22-12-2021	User registration
6	Medium	3		Completed	24-12-2021	Login to the system
7	Medium	2		Completed	01-01-2022	View the turf details
8	Medium	3	3	Completed	05-01-2022	Book the turf
9	Medium	2		Completed	08-02-2022	View booking details
10	High	4		Completed	12-02-2022	Status updates
11	Medium	3	3	Completed	17-01-2022	View booking details
12	High	4		Completed	19-01-2022	Make payments
13	Medium	2		Completed	26-01-2022	View the payment details
14	Medium	3		Completed	31-01-2022	Post feedback
15	Medium	3		Completed	02-02-2022	View feedback
16	Medium	3	4	Completed	12-02-2022	Post complaints and view response
17	Medium	2		Completed	16-02-2022	View complaints and send response

Figure A.5: Product Backlog

Appendix

User Story

User story ID	As a <type of user>	I want to <perform some task>	So that I can <achieve some goal>
1	Admin	Access home page and login	Home page of admin access the system
2	Admin	Registering the turf	Admin can register the available turf
3	Manager	Access home page and login	Home page of manager access the turf details
4	Manager	Setting the time slot	Manager can set the time for playing
5	User	Registration	Register to the system and create profile
6	User	Login and access home page	Access the system
7	User	View the turf details	View turf is available or not
8	User	Book the turf	Book the turf
9	Manager	View bookings	View the booking details
10	Manager	Status updates	Send the details to users

11	User	View booking	View booking details
12	User	Make payment	Pay the amount
13	Manager	View payment details	View the payment details
14	User	Post feedback	Post feedback
15	Admin	View feedback	View feedback
16	User	Post complaints	Post complaints and view feedback
17	Admin	View complaints	View complaints and post response

Figure A.6: User Story

Appendix

Project Plan

User Story ID	Task Name	Start Date	End Date	Days	Status
1	Sprint 1	23-11-2021	27-11-2021	10	Completed
2		29-11-2021	05-12-2021		Completed
3	Sprint 2	06-12-2021	08-12-2021	12	Completed
4		13-12-2021	15-12-2021		Completed
5		20-12-2021	22-12-2021		Completed
6		22-12-2021	24-12-2021		Completed
7		27-12-2021	01-01-2022		Completed
8	Sprint 3	03-01-2022	05-01-2022	14	Completed
9		05-01-2022	08-02-2022		Completed
10		10-01-2022	12-02-2022		Completed
11	Sprint 3	17-01-2022	17-01-2022	14	Completed
12		19-01-2022	19-01-2022		Completed
13		24-01-2022	26-01-2022		Completed
14		31-01-2022	31-01-2022		Completed
15		02-02-2022	02-02-2022		Completed
16	Sprint 4	07-02-2022	12-02-2022	7	Completed
17		14-02-2022	16-02-2022		Completed

Figure A.7: Project Plan

Appendix

Sprint Backlog Actual

Backlog Item	Status and Completion date	Original Estimate in hours	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9	Day 10	Day 11	Day 12	Day 13	Day 14	Completed <Y/N>
User story #1,2			Hou rs														
UI Designing	27/11/21	2	1	1	0	0	0	0	0	0	0	0	0	0	0	Y	
Database Connectivity	30/11/21	3	0	0	0	0	2	0	0	1	0	0	0	0	0	Y	
Coding	01/11/21	2	0	0	0	0	1	0	0	0	1	0	0	0	0	Y	
Testing	05/12/21	3	0	0	1	1	1	0	0	0	0	0	0	0	0	Y	
User story #3,4,5,6,7																	
UI Designing	08/12/21	3	2	1	0	0	0	0	0	0	0	0	0	0	0	Y	
Database Connectivity	15/12/21	3	0	0	0	1	1	0	1	0	0	0	0	0	0	Y	
Coding	24/12/21	3	0	0	0	1	0	0	0	1	0	0	0	1	0	Y	
Testing	01/01/22	3	0	0	2	0	0	0	0	0	0	0	0	0	0	Y	

User story #8,9,10,11,12,13,14, 15			Hou rs													
UI Designing	05/01/22	4	1	1	1	0	1	0	0	0	0	0	0	0	0	Y
Database Connectivity	17/01/22	4	0	0	0	0	0	1	1	0	0	0	0	0	1	1
Coding	19/01/22	5	1	0	0	1	0	1	0	0	0	1	0	0	0	Y
Testing	02/02/22	5	0	0	1	0	0	0	2	2	0	0	0	1	0	Y
User story #16,17																
UI Designing	12/02/22	2	1	0	0	0	1	0	0	0	0	0	0	0	0	Y
Database Connectivity	13/02/22	3	1	0	0	1	0	0	1	0	0	0	0	0	0	Y
Coding	15/02/22	2	0	1	0	1	1	0	0	0	0	0	0	0	0	Y
Testing	16/02/22	3	0	0	1	0	0	1	1	0	0	0	0	0	0	Y
Total		50	7	4	6	6	8	3	6	4	1	1	0	2	1	2

Figure A.8: Sprint Backlog Actual

Appendix

Sprint Backlog Plan

Backlog Item	Status and Completion date	Original Estimate in hours	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9	Day 10	Day 11	Day 12	Day 13	Day 14
User story #1,2			Hou rs													
UI Designing	27/11/21	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0
Database Connectivity	30/11/21	3	0	0	0	0	2	0	0	1	0	0	0	0	0	0
Testing	01/11/21	2	0	0	0	0	1	0	0	0	1	0	0	0	0	0
Coding	05/12/21	3	0	0	1	1	1	0	0	0	0	0	0	0	0	0
User story #3,4,5,6,7																
UI Designing	08/12/21	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0
Database Connectivity	15/12/21	3	0	0	0	1	1	0	1	0	0	0	0	0	0	0
Coding	24/12/21	3	0	0	0	1	0	0	0	1	0	0	0	1	0	0
Testing	01/01/22	3	0	0	2	0	0	0	0	0	0	0	0	0	0	0

User story #8,9,10,11,12,13,14,15			Hou rs														
UI Designing	05/01/22	4	1	1	1	0	1	0	0	0	0	0	0	0	0	0	
Database Connectivity	17/01/22	4	0	0	0	0	0	1	1	0	0	0	0	0	1	1	
Coding	19/01/22	5	1	0	0	1	0	1	0	0	0	1	0	0	0	1	
Testing	02/02/22	5	0	0	1	0	0	0	2	2	0	0	0	1	0	0	
User story #16,17																	
UI Designing	12/02/22	2	1	0	0	0	1	0	0	0	0	0	0	0	0	0	
Database Connectivity	13/02/22	3	1	0	0	1	0	0	1	0	0	0	0	0	0	0	
Coding	15/02/22	2	0	1	0	1	1	0	0	0	0	0	0	0	0	0	
Testing	16/02/22	3	0	0	1	0	0	1	1	0	0	0	0	0	0	0	
Total			50	7	4	6	6	8	3	6	4	1	1	0	2	1	2

Figure A.9: Sprint Backlog Plan

Appendix

Screen Shots

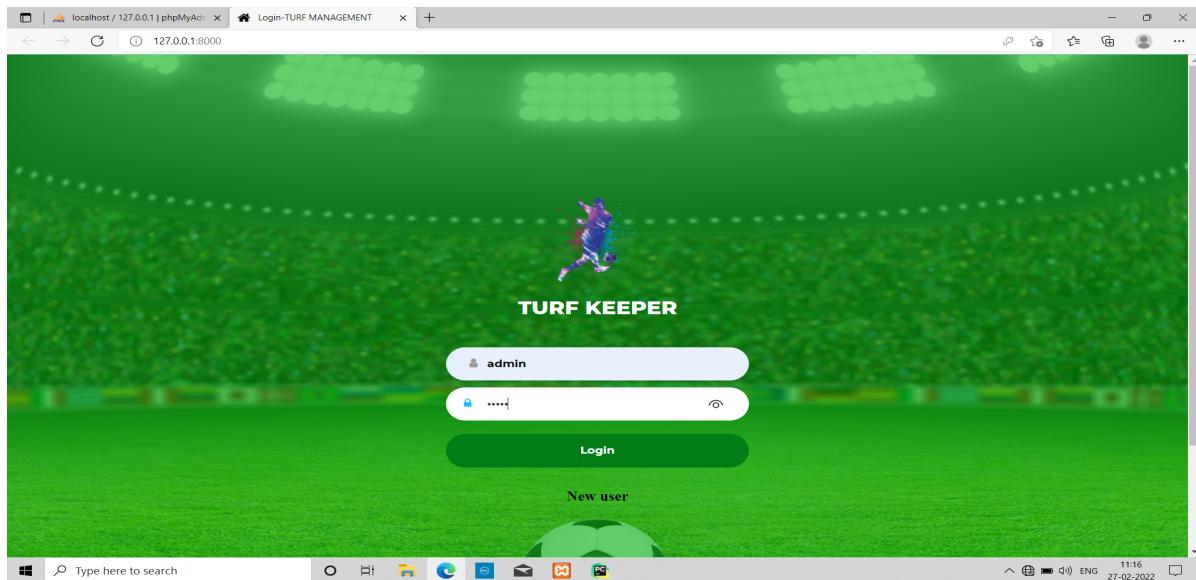


Figure A.10: User Interface 1

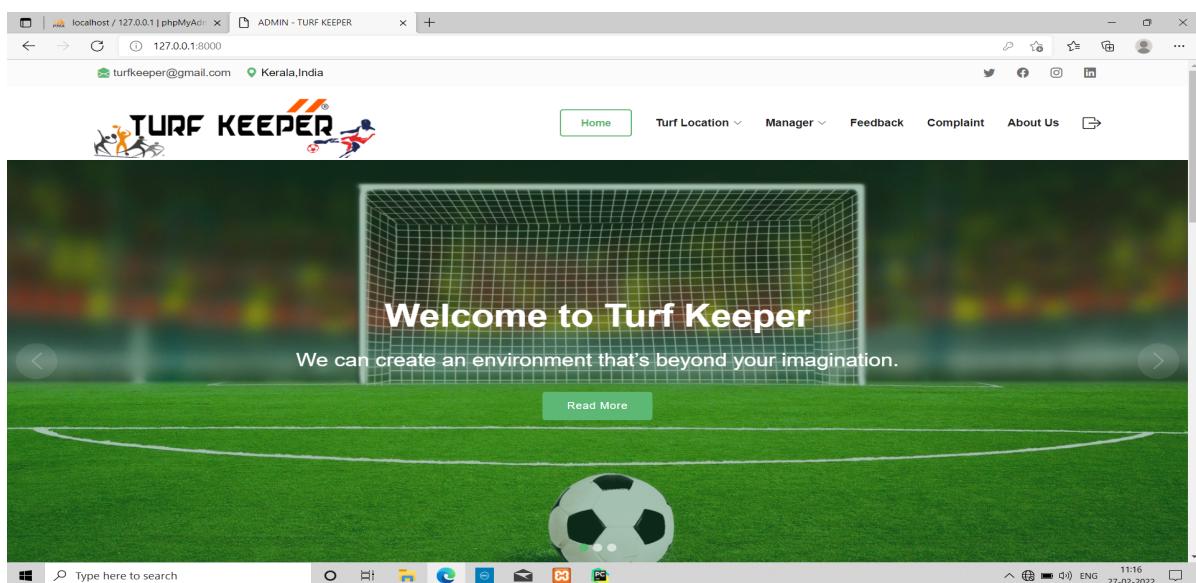


Figure A.11: User Interface 2

Appendix

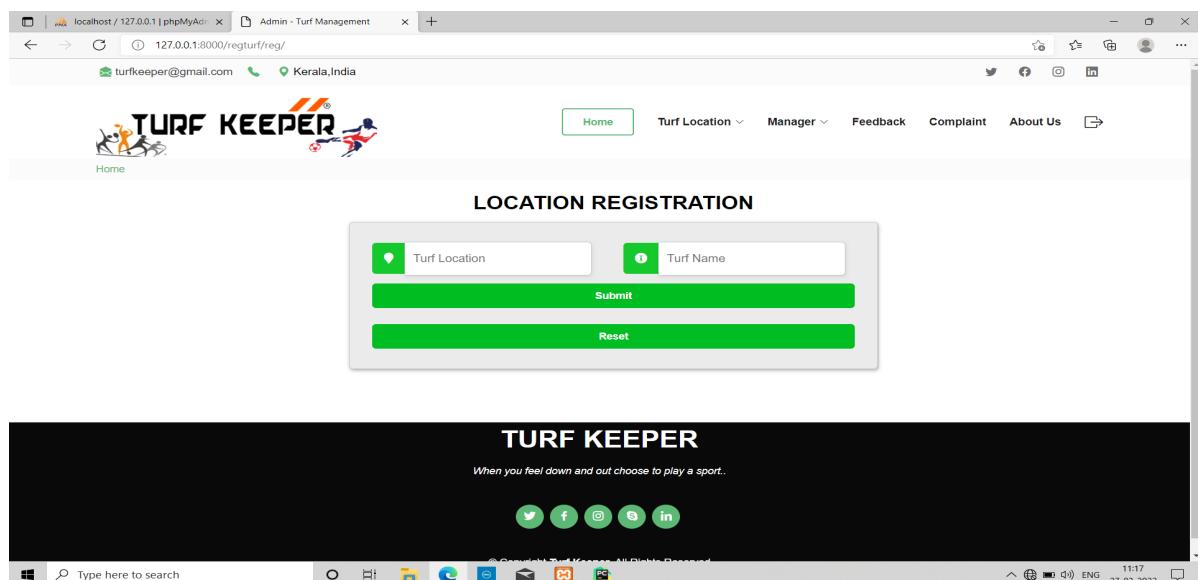


Figure A.12: User Interface 3

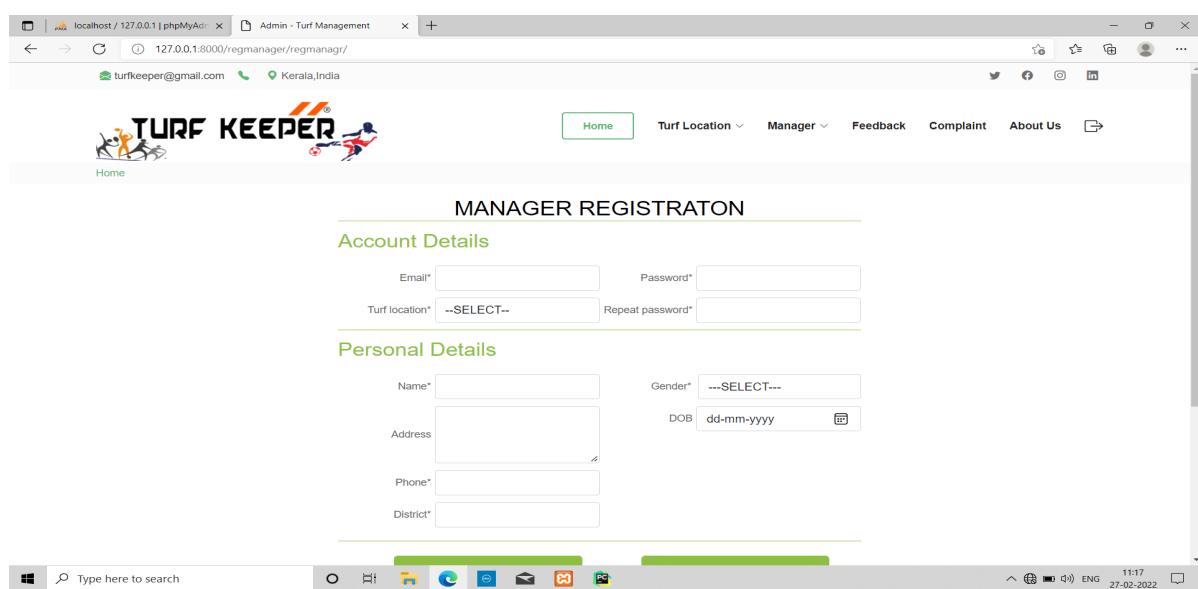


Figure A.13: User Interface 4

Appendix

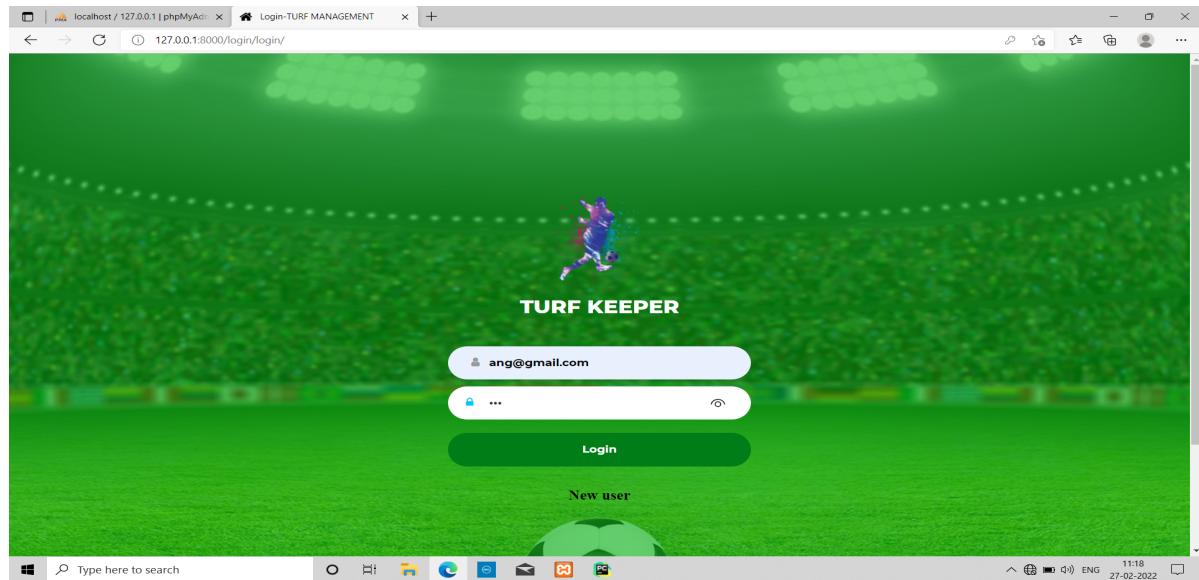


Figure A.14: User Interface 5

A screenshot of a web browser window showing the Turf Keeper booking details page. The background is black. At the top, there is a logo for "TURF KEEPER" with the tagline "When you feel down and out choose to play a sport.". Below the logo, there are social media icons for Twitter, Facebook, Instagram, and LinkedIn. At the bottom, there is a copyright notice: "© Copyright Turf Keeper. All Rights Reserved". Above the footer, there is a table titled "BOOKING DETAILS" with the following data:

Turf location	Name	Email	Phone	Date	Time		
Angadippuram	sarath ap	sarath12@gmail.com	9745261423	Feb. 27, 2022	15:22	Approve	Delete

Figure A.15: User Interface 6

Appendix

The screenshot shows a user registration form titled "User register". The form is divided into two main sections: "Account Details" and "Personal Details".

Account Details:

- username*
- Password*
- Repeat password*

Personal Details:

- Name*
- Address
- Phone*

At the bottom of the form are a "Submit" button and a link "Already user?".

Figure A.16: User Interface 7

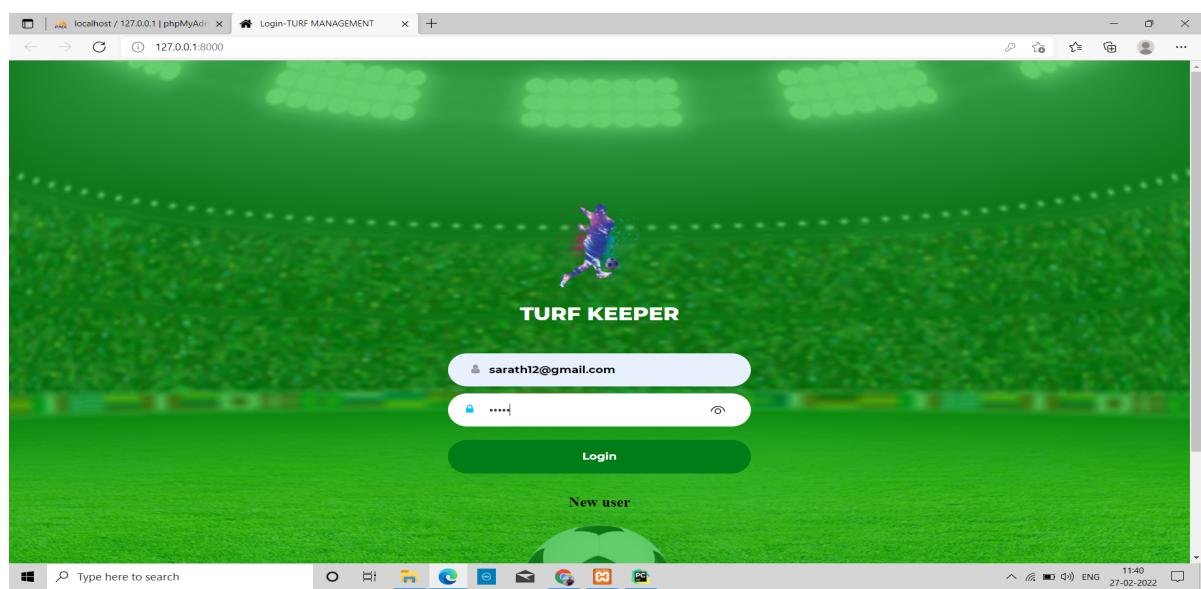


Figure A.17: User Interface 8

Appendix

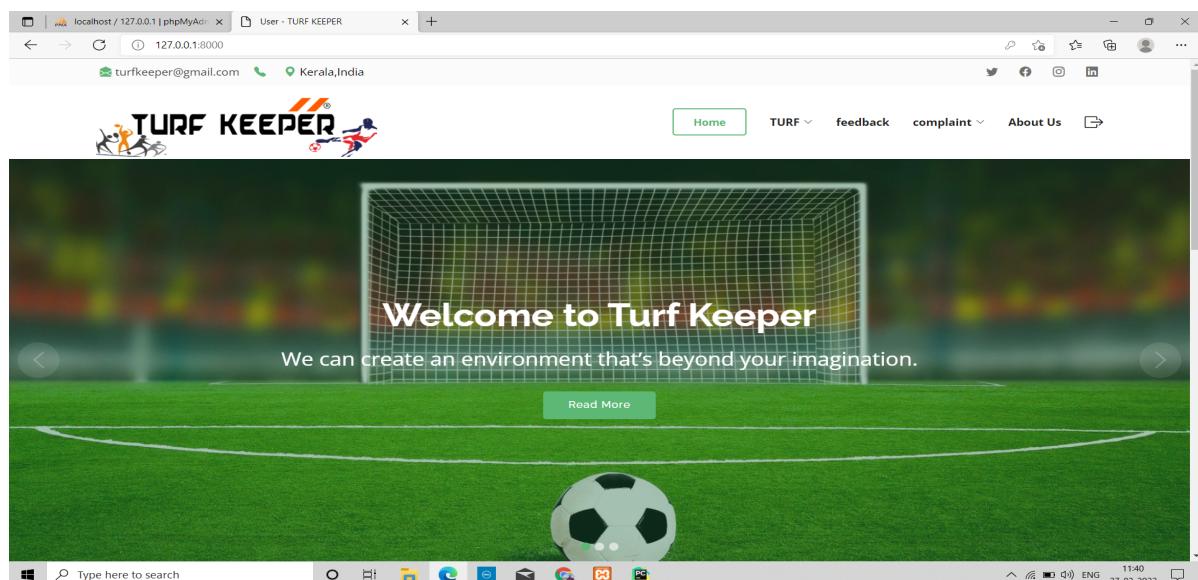


Figure A.18: User Interface 9

A screenshot of a web browser window showing an inner page of the "TURF KEEPER" website. The URL in the address bar is "localhost / 127.0.0.1 | phpMyAdmin" and the title bar says "Aid-team". The page has a header with the "TURF KEEPER" logo and a navigation bar with links for "Home", "TURF", "feedback", "complaint", and "About Us". Below the header is a breadcrumb trail "Home / Inner Page". The main content area is titled "LOCATION" and contains a table with the following data:

Figure A.19: User Interface 10